Benjamin Robertson

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EDUCATION

Georgia Institute of Technology   Atlanta, GA
Bachelor of Science in Computational Media   *August 2020 – May 2024*
- Concentration in Media and Games
- High Honors
- Tech Wesley Student Leadership Team, Georgia Tech Video Game Development Club

EXPERIENCE

Intern   May 2024 – December 2024
The Wesley Foundation at Georgia Tech   *Atlanta, GA*
- Designed an online fundraising system which facilitated user pledges and automated responses.
- Managed and updated the organization's website and resolved technical issues.
- Assisted in the organization and execution of regular campus events.

Student Assistant   August 2023 – May 2024
Georgia Institute of Technology School of Industrial and Systems Engineering   *Atlanta, GA*
- Assisted in daily upkeep of facilities, ensuring readiness for events and classes.
- Communicated with building management to ensure timely completion of routine tasks and preparation for additional tasks.
- Acted as a communication bridge between building management and staff.

Crew Member   August 2018 – August 2022
McDonald's   *Grayson, GA*
- Operated kitchen and drive-through window while coordinating communication among team members.

PROJECTS

Guide Buzz | *C++, Arduino Nano*   Spring 2024
- Collaborated as the sole programmer on a three-person team to create an engaging educational tool.
- Developed an interactive scavenger hunt using Arduino technology and an RFID scanner to collect data from RFID tags located throughout the campus.

Gaming the Syllabus | *C, Unity, Google Firebase*   Spring 2023
- Collaborated in a team of five using Agile methodologies to develop an interactive educational game for an external client.
- Led design efforts and managed client communications.
- Contributed as a programmer on a 2D Unity project that integrated with a database to store personalized questions linked to unique codes entered by users.
- Implemented database queries from Google Firebase to tailor game content for individual professors.
- Presented the final product to the client and classmates at a public expo.

Mobile Tower Defense Game | *Java, Android Studio, Draw.io*   Spring 2022
- Led design efforts on a team of four while contributing to programming in Android Studio, enhancing gameplay mechanics and user experience.
- Developed custom debugging tools to identify and resolve issues.

TECHNICAL SKILLS

Programming Languages: Python, C#, HTML, CSS, C++, Java, SQL, C, JavaScript
Softwares: Unity, Microsoft Office, Google Suite, Google Firebase
Developer Tools: Git, Docker, Android Studio, VScode, Agile Methodology, OOP, Databasing
Libraries: NumPy, ThreeJS, PIL